

### **ABSTRACT OF THE DISCLOSURE**

A method for testing synchronization between a first graphics processing unit coupled to a second graphics processing unit. The method includes detecting whether an incoming synchronization signal has been received, determining whether the incoming synchronization signal is received from one of the first graphics processing unit, the second graphics processing unit and an external synchronization signal, and indicating on a control panel one of a first and second synchronization input/output ports on one of the first graphics processing unit and the second graphics processing unit as an input port and the other one of the first and second synchronization input/output ports as an output port, if the incoming synchronization signal is received from the one of the first graphics processing unit and the second graphics processing unit.